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ART UNIT		PAPER NUMBER		
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Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Notice of the Office communication was sent electronically on above-indicated "Notification Date" to the following e-mail address(es):

PATENT@PARK-LAW.COM

Office Action Summary	Application No.	Applicant(s)
	10/599,157	YANG, ZOO IL
	Examiner	Art Unit
	Bai D. Vu	2165

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) Responsive to communication(s) filed on 23 September 2011.
- 2a) This action is **FINAL**. 2b) This action is non-final.
- 3) An election was made by the applicant in response to a restriction requirement set forth during the interview on _____; the restriction requirement and election have been incorporated into this action.
- 4) Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 5) Claim(s) 1-3,6-12,14-17 and 19-24 is/are pending in the application.
 - 5a) Of the above claim(s) _____ is/are withdrawn from consideration.
- 6) Claim(s) _____ is/are allowed.
- 7) Claim(s) 1-3,6-12,14-17 and 19-24 is/are rejected.
- 8) Claim(s) _____ is/are objected to.
- 9) Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

- 10) The specification is objected to by the Examiner.
- 11) The drawing(s) filed on _____ is/are: a) accepted or b) objected to by the Examiner.

Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).

Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 12) The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

- 13) Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
 - a) All b) Some * c) None of:
 1. Certified copies of the priority documents have been received.
 2. Certified copies of the priority documents have been received in Application No. _____.
 3. Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) <input type="checkbox"/> Notice of References Cited (PTO-892)	4) <input type="checkbox"/> Interview Summary (PTO-413)
2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948)	Paper No(s)/Mail Date. _____ .
3) <input type="checkbox"/> Information Disclosure Statement(s) (PTO/SB/08)	5) <input type="checkbox"/> Notice of Informal Patent Application
Paper No(s)/Mail Date _____ .	6) <input type="checkbox"/> Other: _____ .

DETAILED ACTION

Continued Examination Under 37 CFR 1.114

1. A request for continued examination under 37 CFR 1.114, including the fee set forth in 37 CFR 1.17(e), was filed in this application after final rejection. Since this application is eligible for continued examination under 37 CFR 1.114, and the fee set forth in 37 CFR 1.17(e) has been timely paid, the finality of the previous Office action has been withdrawn pursuant to 37 CFR 1.114. Applicant's submission filed on 9/23/2011 has been entered.

Response to Amendment

2. Applicant has amended claims 1, 11, 16, 21 and 22 in the amendment filed on 9/23/2011. Claims 1-3, 6-12, 14-17 and 19-24 are currently pending in the application.

Response to Arguments

3. Applicant's arguments filed on 9/23/2011 with respect to claims 1-3, 6-12, 14-17 and 19-24 have been considered but are moot in view of the new ground(s) of rejection.

Regarding to the Applicant's Argument:

- With respect the applicant's argument asserted, on pages 8-11 of the Remarks that Harvey et al. (US No. 2002/0059379 A1) in view of Evans et al. (US No. 2004/0192440 A1) does not discloses the feature of **in response to**

selection of the link provided on the first webpage, providing the game program on a second webpage of the community on top of the first webpage as recited in the independent claims 1, 11, 16, 21 and 22.

In response to the applicant's argument, the examiner respectfully disagrees because Harvey et al. discloses the feature of **in response to selection of the link provided in a second section of the first webpage**, as (see e.g., Fig. 4: as clicking on any link in the user interface 3000). Harvey et al. does not explicitly disclose the feature of **providing the game program on a second webpage of the community on top of the first webpage**. However, Evans et al. discloses the feature **providing the game program on a second webpage of the community on top of the first webpage** as (see e.g., ¶¶ 0106 and 0113 – 0120; and Figs. 15 and 17: as the interface (i.e., referred as the first webpage) included games is presented after user clicks on an interface (i.e., referred as the first webpage) included different linked items). This interpretation is deemed reasonable as the instant specification filed by the applicant does not describe the second webpage displaying on top of the first webpage. In addition, according to Figure 9 of the applicant's drawings, it seems to be a second user interface displaying on top of the first user interface.

It would have been obvious to one of ordinary skill in the art at the time of invention to apply Sparks teaching of online community for game into Harvey et al. system in order to provide a community webpage that is presented with

available games and related information to a user and is able to launched
multiplayer online games (Evans et al., ¶ 0008)

Claim Rejections - 35 USC § 112

4. The following is a quotation of the first paragraph of 35 U.S.C. 112:

The specification shall contain a written description of the invention, and of the manner and process of making and using it, in such full, clear, concise, and exact terms as to enable any person skilled in the art to which it pertains, or with which it is most nearly connected, to make and use the same and shall set forth the best mode contemplated by the inventor of carrying out his invention.

5. **Claims 1, 11, 16, 21 and 22** are rejected under 35 U.S.C. 112, first paragraph, as failing to comply with the written description requirement.

The phrase “*response to selection of the link provided on the first webpage, providing the game program on a second webpage of the community on top of the first webpage*” recited in the claims contains subject matter which was not described in the specification in such a way as to reasonably convey to one skilled in the relevant art that the inventor(s), at the time the application was filed, had possession of the claimed invention.

6. The following is a quotation of the second paragraph of 35 U.S.C. 112:

The specification shall conclude with one or more claims particularly pointing out and distinctly claiming the subject matter which the applicant regards as his invention.

7. **Claims 1, 11 and 16** are rejected under 35 U.S.C. 112, second paragraph, as being indefinite for failing to particularly point out and distinctly claim the subject matter which applicant regards as the invention.

The newly added limitation “updating results ...” recites in claim 1 line 12, claim 11 lines 13-14 and claim 16 lines 12-13. There is insufficient antecedent basis for the term “results” in the claims because the term “results” is not introduced prior to the step of updating. The step of generating the “results” is missing in the claims. Clarification is required.

Claim Rejections - 35 USC § 103

8. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

9. **Claims 1-3, 6-12, 14-16, 19-20 and 23-24** are rejected under 35 U.S.C. 103(a) as being unpatentable over Harvey et al. (US No. 2002/0059379 A1), and further in view of Evans et al. (US No. 2004/0192440 A1).

As per **claim 1**, Harvey et al. discloses **a method for processing data in a community established on a website, the method comprising:**

a) receiving a signal from a community visitor who accesses the community and selects a link provided on a first webpage of the community, wherein the link connects the community visitor to a link program as (see e.g., ¶ 0127 lines 18-28, ¶ 0128 lines 1-10 ¶ 0136 lines 1-5; and Figs. 7 and 8A-2; as user

clicks a link (e.g., an application of executable file for the application referred as the link program) to participate in a game play community) **linked from the website that provides the community visitor with a community user interface**, as (see e.g., ¶ 0122 lines 1-12; as a central controller 115 functions as game server that stores game applications in a data storage 160, provides a link application module 130 to assist user (i.e., using a graphical user interface as described in Fig. 4) setting link with game applications stored the data storage 160 (i.e., as described in ¶ 0040 lines 3-5 and ¶ 0057; as links to the central controller 115 as game server and the World Wide Web pages (e.g., websites)); and ¶ 0136 lines 1-12; and Fig. 4; as a user interface for users in a community to select hyperlinks to games or download games from website) **the link program being a game program stored in a contents server of the website to which the community belongs or a game program stored in other websites**, as (see e.g., ¶ 0039 lines 1-4, ¶ 0040 lines 3-5, and Fig. 1; as a combination of the link application module 130 used for setting links to the game applications in the data storage 160 of the central controller 115 as the game server) **and the community interface being provided in a first section of the first webpage** as (see e.g., Fig. 4).

b) confirming whether the community visitor executes or terminates the link program and, as (see e.g., ¶¶ 0133 - 0134; as terminate the link or process if an invitation application is invalid).

c) receiving visitor-related data related to execution of the link program when the link program is terminated; and as (see e.g., ¶¶ 0134 - 0135 and 0138 lines 7-13; as receive the verified and validated invitation information of user as being

invalid and terminated; and scores of the game) **in response to selection of the link provided in a second section of the first webpage**, as (see e.g., Fig. 4: as clicking on any link in the user interface 3000). However, Harvey et al. does not explicitly disclose the feature of **providing the game program on a second webpage of the community on top of the first webpage**.

and updating results of the provided game program in a third section of the first webpage; as (see e.g., ¶¶ 0032 and 0082).

d) processing and utilizing the visitor-related data in the community so as to present at least part of the processed visitor-related data on the community interface as (see e.g., ¶¶ 0139 – 0140; as amount of virtual value for a game is determined and accounted based on the score or gain/loss from the game played); and (see e.g., ¶¶ 0110 and 0148, and Figs. 4-5; as the graphic user interface 3000).

However, Evans et al. discloses the feature which is not explicitly disclosed by Harvey et al. as below:

providing the game program on a second webpage of the community on top of the first webpage; as (see e.g., ¶¶ 0106 and 0113 – 0120; and Figs. 15 and 17: as the interface (i.e., referred as the first webpage) included games is presented after user clicks on an interface (i.e., referred as the first webpage) included different linked items). This interpretation is deemed reasonable as the instant specification filed by the applicant does not describe the second webpage displaying on top of the first webpage. In addition, according to Figure 9 of the applicant's drawings, it seems to be a second user interface displaying on top of the first user interface.

It would have been obvious to one of ordinary skill in the art at the time of invention to apply Sparks teaching of online community for game into Harvey et al. system in order to provide a community webpage that is presented with available games and related information to a user and is able to launched multiplayer online games (Evans et al., ¶ 0008).

As per **claim 2**, Harvey et al. as modified by Evans et al. discloses **the method of claim 1, further comprising: e) storing the processed visitor-related data in the community as** (see e.g., ¶ 0126 lines 1-22 and ¶ 0140; as the virtual value is updated in the player's account which is set up as a member of a community, wherein updating the value referred as storing).

As per **claim 3**, Harvey et al. as modified by Evans et al. discloses **the method of claim 1, wherein the community is at least one of a cafe, homepage, blog, mini-room, or mini-homepage, which are established in websites on the Internet as** (see e.g., ¶¶ 0136 and 0147; as community website of people with similar interests).

As per **claim 6**, Harvey et al. does not explicitly disclose **the method of claim 1, wherein the game program is executed on the second webpage without an installation process**. However, Evans discloses as (see e.g., ¶¶ 0106 and 0113 – 0120; and Figs. 15 and 17).

It would have been obvious to one of ordinary skill in the art at the time of invention to apply Sparks teaching of online community for game into Harvey et al. system in order to provide a community webpage that is presented with available games and related information to a user and is able to launched multiplayer online games (Evans et al., ¶ 0008).

As per **claim 7**, Harvey et al. as modified by Evans et al. discloses **the method of claim 6, wherein the visitor-related data comprise game or community use data** as (see e.g., ¶ 0139; as amount of virtual value for a game is determined and accounted based on the score or gain/loss from the game played).

As per **claim 8**, Harvey et al. as modified by Evans et al. discloses **the method of claim 1, wherein the visitor-related data comprise at least one selected from a group consisting of item, level, score, and rank data obtained when the link program is executed and used** as (see e.g., ¶ 0139; as amount of virtual value for a game is determined and accounted based on the score or gain/loss from the game played).

As per **claim 9**, Harvey et al. as modified by Evans et al. discloses **the method of claim 1, wherein the stored visitor-related data are updated on the first webpage of the community whenever the community visitor executes and uses**

the link program as (see e.g., ¶ 0140; as the amount of virtual value is updated in the player's account).

As per **claim 10**, Harvey et al. as modified by Evans et al. discloses **the method of claim 1, wherein the community visitor acquires events for the execution of the link program** as (see e.g., ¶ 0057 lines 1-11; as link to events leading up to and occurring in the America's Cup.TM. sailing races).

As per **claim 11**, Harvey et al. discloses **a method for processing data in a community established on a website, comprising:**

a) by a community visitor, accessing the community and selecting a link program as (see e.g., ¶ 0127 lines 18-28, ¶ 0128 lines 1-10 ¶ 0136 lines 1-5; and Figs. 7 and 8A-2; as user clicks a link (e.g., an application of executable file for the application referred as the link program) to participate in a game play community) **linked from a first webpage of the website that provides the community visitor with a community interface**, as (see e.g., ¶ 0122 lines 1-12; as a central controller 115 functions as game server that stores game applications in a data storage 160, provides a link application module 130 to assist user (i.e., using a graphical user interface as described in Fig. 4) setting link with game applications stored the data storage 160 (i.e., as described in ¶ 0040 lines 3-5 and ¶ 0057; as links to the central controller 115 as game server and the World Wide Web pages (e.g., websites)); and ¶ 0136 lines 1-12; and Fig. 4; as a user interface for users in a community to select hyperlinks to games or

download games from website) **the link program being a game program stored in a contents server of the website to which the community belongs or a game program stored in other websites**, as (see e.g., ¶ 0039 lines 1-4, ¶ 0040 lines 3-5, and Fig. 1; as a combination of the link application module 130 used for setting links to the game applications in the data storage 160 of the central controller 115 as the game server).

wherein the game program is provided on a second webpage of the community on top of the first webpage in response to selection of the link program linked from a first section of the first webpage, as (see e.g., Fig. 4: as clicking on any link in the user interface 3000). However, Harvey et al. does not explicitly disclose the feature of **the game program is provided on a second webpage of the community on top of the first webpage**.

and the community interface is provided in a second section of the first webpage; as (see e.g., Fig. 4).

b) receiving visitor-related data related to execution of the link program; as (see e.g., ¶¶ 0134 - 0135 and 0138 lines 7-13; as receive the verified and validated invitation information of user as being invalid and terminated; and scores of the game).

c) processing and using the visitor-related data in the community so as to present at least part of the processed visitor-related data on the community interface; and as (see e.g., ¶¶ 0139 – 0140; as amount of virtual value for a game is determined and accounted based on the score or gain/loss from the game played); and (see e.g., ¶¶ 0110 and 0148, and Figs. 4-5; as the graphic user interface 3000).

d) storing the processed visitor-related data in the community as (see e.g., ¶ 0126 lines 1-22 and ¶ 0140; as the virtual value is updated in the player's account which is set up as a member of a community, wherein updating the value referred as storing) and updating results of the provided game program in a third section of the first webpage; as (see e.g., ¶¶ 0032 and 0082).

However, Evans et al. discloses the feature which is not explicitly disclosed by Harvey et al. as below:

wherein the game program is provided on a second webpage of the community on top of the first webpage as (see e.g., ¶¶ 0106 and 0113 – 0120; and Figs. 15 and 17: as the interface (i.e., referred as the first webpage) included games is presented after user clicks on an interface (i.e., referred as the first webpage) included different linked items). This interpretation is deemed reasonable as the instant specification filed by the applicant does not describe the second webpage displaying on top of the first webpage. In addition, according to Figure 9 of the applicant's drawings, it seems to be a second user interface displaying on top of the first user interface.

It would have been obvious to one of ordinary skill in the art at the time of invention to apply Evans et al. teaching of online community for game into Harvey et al. system in order to provide a community webpage that is presented with available games and related information to a user and is able to launched multiplayer online games (Evans et al., ¶ 0008).

As per **claim 12**, Harvey et al. as modified by Evans et al. discloses **the method of claim 11, wherein the community is at least one of a cafe, homepage, blog, mini-room, or mini-homepage, which are established in websites on the Internet** as (see e.g., ¶¶ 0136 and 0147; as community website of people with similar interests).

As per **claim 14**, Harvey et al. as modified by Evans et al. discloses **the method of claim 11, wherein the contents server causes the execution of the link program on the web browser of the community** as (see e.g., ¶ 0147 lines 1-5; as using browsers to access to a community with central controller 805).

As per **claim 15**, Harvey et al. does not explicitly disclose **the method of claim 11, wherein the link program is a flash game that is played on the second webpage of the community**. However, Evans et al. discloses as (see e.g., ¶¶ 0106 and 0113 – 0120; and Figs. 15 and 17).

It would have been obvious to one of ordinary skill in the art at the time of invention to apply Evans et al. teaching of online community for game into Harvey et al. system in order to provide a community webpage that is presented with available games and related information to a user and is able to launched multiplayer online games (Evans et al., ¶ 0008).

As per **claim 16**, Harvey et al. discloses **a system for processing data in a community established on a website, comprising:**

a connector to determine whether a community visitor is permitted to access the community; as (see e.g., ¶ 0130 lines 1-12; as the user may or may not be permitted to proceed (e.g., or join a community)).

a controller to allow the community visitor to access the community to select a link to a link program, linked from a first webpage of the website that provides the community visitor with a community interface being provide in a first section of the first webpage, as (see e.g., ¶ 0122 lines 1-12: as a central controller 115 functions as game server that stores game applications in a data storage 160, provides a link application module 130 to assist user (i.e., using a graphical user interface as described in Fig. 4) setting link with game applications stored the data storage 160 (i.e., as described in ¶ 0040 lines 3-5 and ¶ 0057; as links to the central controller 115 as game server and the World Wide Web pages (e.g., websites)); and ¶ 0136 lines 1-12; and Fig. 4; as a user interface for users in a community to select hyperlinks to games or download games from website) the link program being a game program stored in a contents server of the website to which the community belongs or a game program stored in other websites, as (see e.g., ¶ 0039 lines 1-4, ¶ 0040 lines 3-5, and Fig. 1; as a combination of the link application module 130 used for setting links to the game applications in the data storage 160 of the central controller 115 as the game server) wherein the game program is provided on a second webpage of the community on top of the first webpage in response to selection of the link in a second section of the first webpage; as (see e.g., Fig. 4: as clicking on any link in the user interface 3000). However, Harvey et al. does not explicitly disclose

the feature of **the game program is provided on a second webpage of the community on top of the first webpage.**

the controller to receive visitor-related data from a component providing the link program; as (see e.g., ¶ 0127 lines 18-28, ¶ 0128 lines 1-10, ¶ 0136 lines 1-5; and Figs. 7 and 8A-2; as user clicks a link (e.g., an application of executable file for the application referred as the link program) to participate in a game play community); and (see e.g., ¶¶ 0134 - 0135 and 0138 lines 7-13; as receive the verified and validated invitation information of user as being invalid and terminated; and scores of the game) **and to update results of the provided game program in a third section of the first webpage;** as (see e.g., ¶¶ 0032 and 0082).

a data processor to process the visitor-related data such that the visitor-related data are used in the community so as to present at least part of the processed visitor-related data on the community interface; and as (see e.g., ¶ 0138 lines 7-13; as determining scores of the game played); (see e.g., ¶¶ 0139 – 0140; as amount of virtual value for a game is determined and accounted based on the score or gain/loss from the game played); and (see e.g., ¶¶ 0110 and 0148, and Figs. 4-5; as the graphic user interface 3000).

a data storage to store the processed visitor-related data, as (see e.g., ¶ 0126 lines 1-22 and ¶ 0140; and Fig. 1; as the virtual value is updated in the player's account which is set up as a member of a community in data storage 160, wherein updating the value referred as storing).

However, Evans et al. discloses the limitation which is not explicitly disclosed by Harvey et al. as below:

the game program is provided on a second webpage of the community on top of the first webpage as (see e.g., ¶¶ 0106 and 0113 – 0120; and Figs. 15 and 17: as the interface (i.e., referred as the first webpage) included games is presented after user clicks on an interface (i.e., referred as the first webpage) included different linked items). This interpretation is deemed reasonable as the instant specification filed by the applicant does not describe the second webpage displaying on top of the first webpage. In addition, according to Figure 9 of the applicant's drawings, it seems to be a second user interface displaying on top of the first user interface.

It would have been obvious to one of ordinary skill in the art at the time of invention to apply Evans et al. teaching of online community for game into Harvey et al. system in order to provide a community webpage that is presented with available games and related information to a user and is able to launched multiplayer online games (Evans et al., ¶ 0008).

As per **claim 19**, Harvey et al. as modified by Evans et al. discloses **the system of claim 16, wherein the contents server causes the execution of the link program on the web browser of the community as (see e.g., ¶ 0147 lines 1-5; as using browsers to access to a community with central controller 805).**

As per **claim 20**, Harvey et al. as modified by Evans et al. discloses **the system of claim 16, wherein the community is at least one of a cafe, homepage, blog, mini-room, or mini-homepage, which are established in websites on the Internet** as (see e.g., ¶¶ 0136 and 0147; as community website of people with similar interests).

As per **claim 23**, Harvey et al. does not explicitly disclose **the method of claim 11, wherein the link program is a game program that is played on the second webpage without being locally installed on the community visitor's terminal.**

However, Evans discloses as (see e.g., ¶¶ 0106 and 0113 – 0120; and Figs. 15 and 17).

It would have been obvious to one of ordinary skill in the art at the time of invention to apply Evans et al. teaching of online community for game into Harvey et al. system in order to provide a community webpage that is presented with available games and related information to a user and is able to launched multiplayer online games (Evans et al., ¶ 0008).

As per **claim 24**, Harvey et al. as modified by Evans et al. discloses **the method of claim 23, wherein the visitor-related data comprise game or community use data** as (see e.g., ¶ 0139; as amount of virtual value for a game is determined and accounted based on the score or gain/loss from the game played).

10. **Claim 17** is rejected under 35 U.S.C. 103(a) as being unpatentable over Harvey et al., in view of Evans et al., and further in view of Lambright et al. (US No. 6,015,348).

As per **claim 17**, Harvey et al. and in view of Evans et al. do not explicitly disclose **the system of claim 16, wherein the controller keeps a resource occupation ratio of a system operated by the community at an appropriate level such that the resource occupation ratio does not exceed a prescribed rate.**

However, Lambright discloses the claimed limitation as (see e.g., Abstract).

It would have been obvious to a person of ordinary skill in the art at the time the invention was made to combine the teachings of Harvey et al., Evans et al. and Lambright et al. in order to maintain responsive game performance.

11. **Claims 21 and 22** are rejected under 35 U.S.C. 103(a) as being unpatentable over Harvey et al., in view of Evans et al., and further in view of Sparks, II (US No. 6,352,479 B1) (hereinafter “Sparks”).

As per **claim 21**, Harvey et al. discloses **a method for processing game-linked data in a community established on a website, comprising:**

a) by a community visitor, accessing the community and selecting a game program, of which a link is provided in a first section of a first webpage of the community; as (see e.g., ¶ 0127 lines 18-28, ¶ 0128 lines 1-10 ¶ 0136 lines 1-5; and

Figs. 4, 7 and 8A-2; as user clicks a link (e.g., an application of executable file for the application referred as the link program) to participate in a game play community).

b) confirming whether the community visitor executes or terminates the game program, as (see e.g., ¶¶ 0133 - 0134; as terminate the link or process if an invitation application is invalid) wherein the game program is provided on a second webpage of the community on top of the first webpage in response to selection of the link on the first webpage; as (see e.g., Fig. 4: as clicking on any link in the user interface 3000). However, Harvey et al. does not explicitly disclose the feature of the game program is provided on a second webpage of the community on top of the first webpage.

c) receiving game data of the community visitor obtained in connection with the execution of the game program when the game program is terminated; as (see e.g., ¶¶ 0134 - 0135 and 0138 lines 7-13; as receive the verified and validated invitation information of user as being invalid and terminated; and scores of the game).

d) processing the game data of the community visitor as ranking data in the community so as to display at least part of the ranking data in a second section of the first webpage along with a community interface provided in a third section of the first webpage by the community; as (see e.g., ¶¶ 0139 – 0140; as amount of virtual value for a game is determined and accounted based on the score or gain/loss from the game played); and (see e.g., ¶¶ 0110 and 0148, and Figs. 4-5; as the graphic user interface 3000). However, Harvey et al. does not explicitly disclose the feature of processing the game data as ranking data).

e) storing the processed ranking data in the community as (see e.g., ¶ 0126 lines 1-22 and ¶ 0140; as the virtual value is updated in the player's account which is set up as a member of a community, wherein updating the value referred as storing; but may not be specific to the feature of storing ranking data).

However, Evans et al. and Sparks disclose the limitations which are not explicitly disclosed by Harvey et al. as the followings:

Evans et al. discloses **the game program is provided on a second webpage of the community on top of the first webpage** as (see e.g., ¶¶ 0106 and 0113 – 0120; and Figs. 15 and 17: as the interface (i.e., referred as the first webpage) included games is presented after user clicks on an interface (i.e., referred as the first webpage) included different linked items). This interpretation is deemed reasonable as the instant specification filed by the applicant does not describe the second webpage displaying on top of the first webpage. In addition, according to Figure 9 of the applicant's drawings, it seems to be a second user interface displaying on top of the first user interface.

Sparks discloses the features of:

processing the game data as ranking the data as generating the game player statistic for each player during and/or after game play (see e.g., Abstract and col. 1 lines 60-63), and ranking based on the player's statistic (see e.g., col. 3 lines 56-66).

storing ranking data as uploading and storing the statistic file included ranked data in the hard disk drive of the server (see e.g., col. 1 lines 63-65; and col. 3 line 56 to col. 4 line 3).

It would have been obvious to one of ordinary skill in the art at the time of invention to apply Evans et al. teaching of online community for game into Harvey et al. system in order to provide a community webpage that is presented with available games and related information to a user and is able to launched multiplayer online games (Evans et al., ¶ 0008). Furthermore, it would have been obvious to one of ordinary skill in the art at the time of invention to apply Sparks teaching of screening the players by means of personal game statistics into Harvey et al. and Evans et al. systems in order to determine from the game play statistics the user's relative skill level for each one of the possible games to which the player could be matched. This determination is made by comparing the user's relative successes during previous attempts at playing each game (Sparks, col. 6 lines 47-51).

As per **claim 22**, Harvey et al. discloses **a method for processing game-linked data in a community established on a website, comprising:**

a) by a community visitor, accessing the community and selecting a game program, of which a link is provided in a first section of a first webpage of the community; as (see e.g., ¶ 0127 lines 18-28, ¶ 0128 lines 1-10 ¶ 0136 lines 1-5; and Figs. 4, 7 and 8A-2; as user clicks a link (e.g., an application of executable file for the application referred as the link program) to participate in a game play community).

b) confirming whether the community visitor executes or terminates the game program; as (see e.g., ¶¶ 0133 - 0134; as terminate the link or process if an invitation application is invalid) **wherein the game program is provided on a second**

webpage of the community on top of the first webpage in response to selection of the link on the first webpage; as (see e.g., Fig. 4: as clicking on any link in the user interface 3000). However, Harvey et al. does not explicitly disclose the feature of **the game program is provided on a second webpage of the community on top of the first webpage.**

c) receiving game data of the community visitor obtained in connection with the execution of the game program when the game program is terminated; as (see e.g., ¶¶ 0134 - 0135 and 0138 lines 7-13; as receive the verified and validated invitation information of user as being invalid and terminated; and scores of the game played).

d) processing the game data of the community visitor as ranking data in the community so as to display at least part of the ranking data in a second section of the first webpage along with a community interface provided in a third section of the first webpage by the community; as (see e.g., ¶¶ 0139 – 0140; as amount of virtual value for a game is determined and accounted based on the score or gain/loss from the game played); and (see e.g., ¶¶ 0110 and 0148, and Figs. 4-5; as the graphic user interface 3000). However, Harvey et al. does not explicitly disclose the feature of processing the game data as ranking data).

e) storing the processed ranking data in the community; and as (see e.g., ¶ 0126 lines 1-22 and ¶ 0140; as the virtual value is updated in the player's account which is set up as a member of a community, wherein updating the value referred as storing; but may not be specific to the feature of storing ranking data).

f) updating the ranking data by repeating the steps b) to d) whenever the community visitor executes and uses the game program as (see e.g., ¶ 0126 lines 1-22 and ¶ 0140; as the virtual value is updated in the player's account which is set up as a member of a community; but may not be specific to the feature of updating ranking data).

However, Evans et al. and Sparks disclose the limitations which are not explicitly disclosed by Harvey et al. as the followings:

Evans et al. discloses **the game program is provided on a second webpage of the community on top of the first webpage** as (see e.g., ¶¶ 0106 and 0113 – 0120; and Figs. 15 and 17: as the interface (i.e., referred as the first webpage) included games is presented after user clicks on an interface (i.e., referred as the first webpage) included different linked items). This interpretation is deemed reasonable as the instant specification filed by the applicant does not describe the second webpage displaying on top of the first webpage. In addition, according to Figure 9 of the applicant's drawings, it seems to be a second user interface displaying on top of the first user interface.

Sparks discloses the features of:

processing the game data as ranking the data as generating the game player statistic for each player during and/or after game play (see e.g., Abstract and col. 1 lines 60-63), and ranking based on the player's statistic (see e.g., col. 3 lines 56-66).

storing ranking data as uploading and storing the statistic file included ranked data in the hard disk drive of the server (see e.g., col. 1 lines 63-65; and col. 3 line 56 to col. 4 line 3).

updating the ranking data as periodically uploading and storing the statistic file included ranked data in the hard disk drive of the server (see e.g., Abstract lines 6-9; col. 1 lines 60-65; and col. 3 line 56 to col. 4 line 3).

It would have been obvious to one of ordinary skill in the art at the time of invention to apply Evans et al. teaching of online community for game into Harvey et al. system in order to provide a community webpage that is presented with available games and related information to a user and is able to launched multiplayer online games (Evans et al., ¶ 0008). Furthermore, it would have been obvious to one of ordinary skill in the art at the time of invention to apply Sparks teaching of screening the players by means of personal game statistics into Harvey et al. and Evans et al. systems in order to determine from the game play statistics the user's relative skill level for each one of the possible games to which the player could be matched. This determination is made by comparing the user's relative successes during previous attempts at playing each game (Sparks, col. 6 lines 47-51).

Contact Information

12. Any inquiry concerning this communication or earlier communications from the examiner should be directed to Bai D. Vu whose telephone number is (571)270-1751. The examiner can normally be reached on Mon - Fri 8:30 - 5:00 EST.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Neveen Abel-Jalil can be reached on 571-272-4074. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

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/Bai D. Vu/
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